

# Hypothetical Battle

**Date Played:** Sunday, 14 January 2007, start time 1:45 p.m., game ends at 4:26 p.m. Run time 3 hours and 19 minutes.

**Scenario:** A force of Celts engage a force of Persians.

**Game Length:** No duration set

**Victory Condition:** Take the field

**Players:** Alex in command of the Celts. Nate in command of the Persians.

**Comments:** Another simple test play of the rules.

Alex and I need more players, so the game was designed with the imbalance in mind. The Persian forces outnumber the Celts by nearly 2:1, and giving the greater experience and flexibility of the Persian force (barring absolutely horrible dice luck), the Persian player is bound to win.

I was afforded the opportunity to be the rule monger for the game, and even though there were a few errors, the game went fairly smoothly. New wounded elephant rules were better (still some revisions), the rule book needs more spaces and font adjustments (to help find rules), and the unordered formation seemed to work fine.

It was wonderful to have Nate play; even though, he was a tad late and we ended the game prior to full resolution. Moreover, the battle consisted of over 5,000 men. Our armies grow larger!

## Forces:

Stands	PERSIAN	men	
20	Immortals	1920	
24	Slingers	768	
3	Cavalry, heavy	288	
2	Cavalry, light	192	
5	Greek Mercenaries	320	
2	Elephants	6	
		3494	TOTAL MEN
	<b>CELTS</b>		
18	Footmen	864	
12	Slingers	384	
12	Archers	384	
4	Cavalry in Mail	256	
2	Elephants	2	
		1890	TOTAL MEN
	manpower ratio:	<b>1.85</b>	Persian Advantage

## Map & Deployment:

### Deployment:

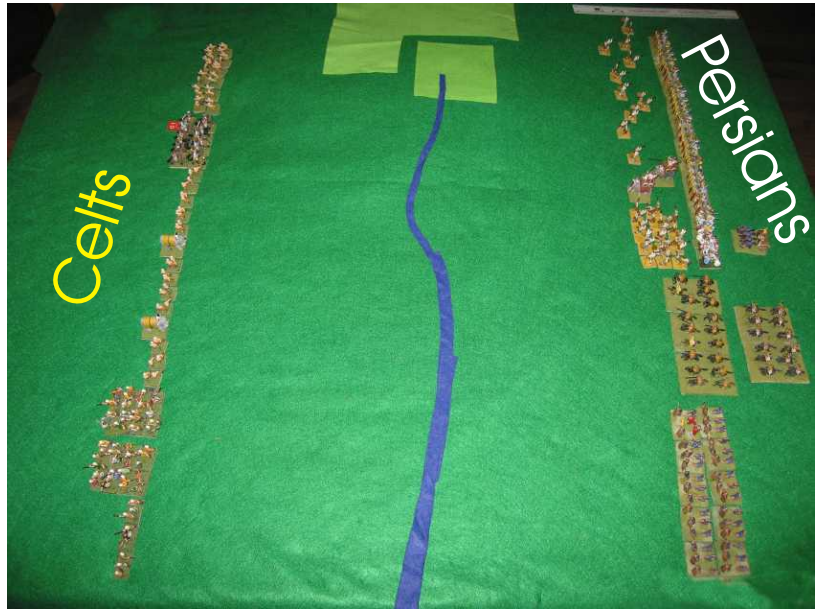
Both players deploy within 12" of map edge. Players may rearrange forced until comfortable with setup. (Alex, settles for one minor adjustment in deployment to get the game moving).

All terrain is flat except for the stream, the hill, and the orchard atop the hill.

Turn 1 (13:45): Persians and Celts lines extend full length of battlefield. Persian Cavalry at center, Immortals on both flanks, and skirmishers primarily on right flank. Celt Cavalry on left flank with most skirmishers on left flank as well, and heavy infantry on right flank.

Celt Morale = 10  
Celt Losses = 0%

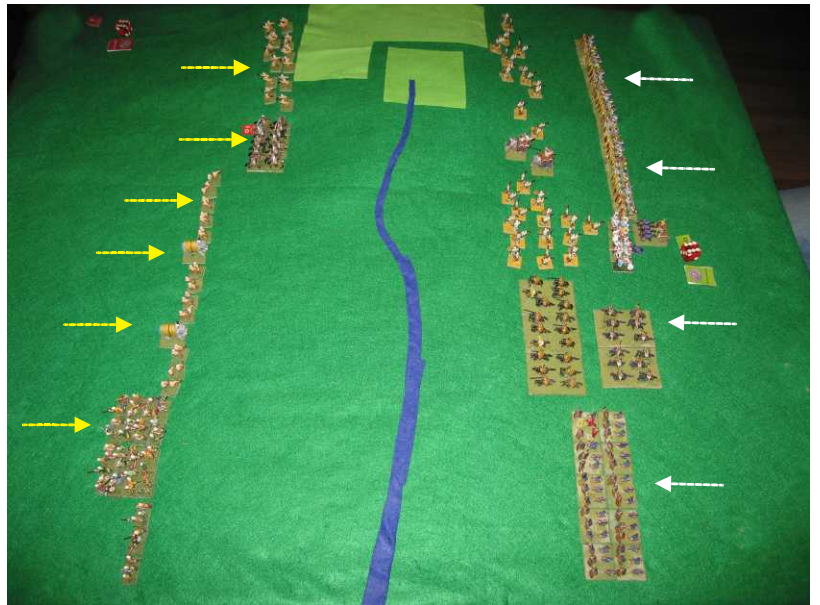
Persian Morale = 10  
Persian Losses = 0%



Turn 2 (14:01): Both forces advance.

Celt Morale = 10  
Celt Losses = 0%

Persian Morale = 10  
Persian Losses = 0%



Turn 3 (14:42): Immortals and Celtic heavy infantry clash on Persian left (both forces charging) producing equal losses from both forces during this first turn of melee.

Celt Morale = 9  
Celt Losses = 4%

Persian Morale = 10  
Persian Losses = 2%



Turn 4 (15:49): Melee rages on Persian right, but Celts take most of the losses. Celt cavalry charges on Persian left, but the impact of the charge is less than fierce (very poor rolls from Alex). Skirmishers square off in the center, but Persian slinger's find their shields more effective than the manly chests of the Celts.

Celt Morale = 8  
Celt Losses = 19%

Persian Morale = 9  
Persian Losses = 5%

Turn 5(16:26): Skirmishers move for position, melee continues on both flanks, but Persian numbers are proving their advantage; moreover, the losses are unequal. The Celts seem bound to loose this battle. They still have a chance, but I would place my money on the Persians now with a 2½:1 advantage. Would have been nice to play two more turns where Persian morale could become a factor, but here we stopped.

Celt Morale = 8  
Celt Losses = 31%

Persian Morale = 7  
Persian Losses = 8%

